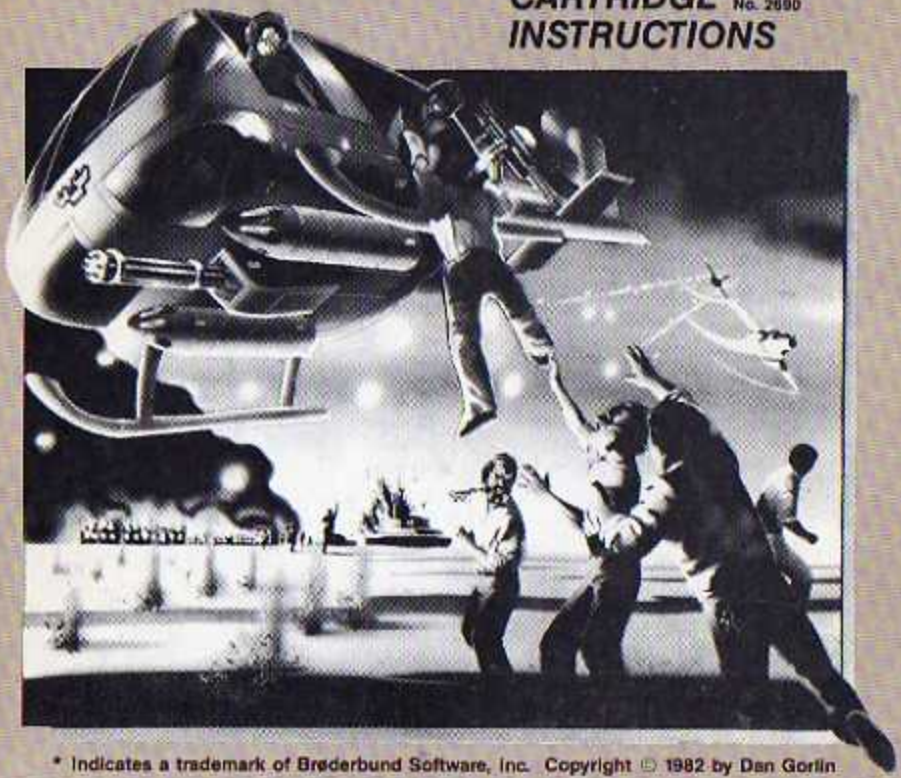
CHOPLIFTER!™*

CARTRIDGE No. 2690 INSTRUCTIONS



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PILOT A CHOPPER ON A DARING RESCUE MISSION!

CODE NAME: CHOPLIFTER!™*
MISSION #: 2690-00-01
PRIORITY: CRITICAL

DANGER LEVEL: HIGH
PROSPECTS FOR SURVIVAL: DOUBTFUL

FOR COLECOVISION® & ADAM™ FAMILY COMPUTER SYSTEM

PILOT ALERT!

The following orders have been classified confidential—Top Secret. A crisis situation has developed in the cold war between the United States and the Bungeling Empire. The 64 delegates to the United Nations Peace Conference have been kidnapped by the militaristic Bungelings near their territorial border. Escalation must be avoided! The U.S. has launched a mission to rescue these hostages, and the call has gone out for a heroic but level-headed pilot to command the rescue helicopter—you!

Your mission begins at the U.S Command Post just east of the Bungeling border. After your chopper lifts off and heads into the hostile territory, you'll see barracks where the prisoners are being held. Your goal—release and rescue! It won't be easy! The Bungelings are not going to give up the hostages without a fight and will use all the weapons at their disposal to thwart the rescue mission. Success depends on your valiant effort. There can be no rest as long as lives are in peril and a threat to world peace exists!

This Licensed Product is based on a computer game marketed by Brederbund.

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game

Use the Port 1 Controller.

Two-Player Game (Alternating Players)

Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until the player's helicopter has been eliminated, or until all 64 hostages have been rescued—or killed.

CHOOSE YOUR CHALLENGE

Press the Reset Button. The Title Screen for Choplifter will appear on your TV. Wait for the Game Option Screen to appear. It contains a list of eight game options.

- **SKILL 1** (Game Options 1 and 5) is the easiest, a good assignment for beginning pilots.
- **SKILL 2** (Game Options 2 and 6) is a little harder, with more frequent enemy attacks.
- **SKILL 3** (Game Options 3 and 7) is even tougher, requiring quick reactions and skillful maneuvering.
- **SKILL 4** (Game Options 4 and 8) is a real challenge, for experienced pilots with nerves of steel!

Select a game option by pressing the corresponding number on your Controller Keypad.

USING YOUR CONTROLS

CONTROL STICK

Move the Control Stick left, right, up or down to make your helicopter move in the selected direction.

SIDE BUTTONS

Left Side Button: As your helicopter lifts off from the Command Post, it is facing right. Press the Left Side Button once to make your helicopter face toward you. Press it again and the helicopter faces left. Another press and it faces toward you again. One more press and your helicopter faces right.

Right Side Button: Press the Right Side Button to have your helicopter fire at enemies or barracks. Hold down the Right Side Button and your chopper fires continuously.

You can fire on a tank only when your helicopter is facing toward you. To aid the hostages' escape, you can fire on barracks **only** from the left or right of the helicopter position. You can shoot down jets from any chopper direction.

KEYPAD

Press Keypad Buttons 1-8 to select a game option before beginning a game. Press * after a game to replay the game option you have just completed. Press # after a game to return to the Game Option Screen.

PAUSE FEATURE

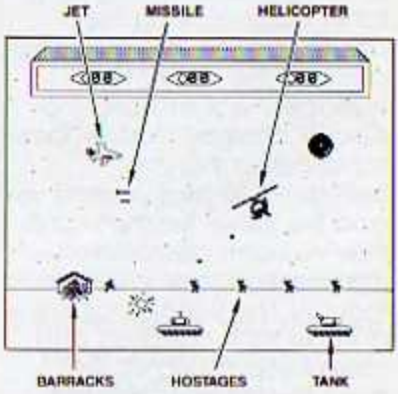
To pause the action during a game, press * on your controller. The game screen disappears and the chopper sound continues. Press * again and the game screen reappears at the point at which you paused. There is a brief delay for you to size up the situation before play begins again.

RESCUE MISSION UNDERWAY

Bungelings Hold 64 Hostages

Your chopper is fully armed and ready to go! The governments of the nations involved have given assurances that if the hostages are returned safely, the peace talks can continue. It's time to lift off from the helicopter pad at the Command Post and begin your heroic but hazardous mission!

Fly west, crossing the boundary line into the Bungeling territory. For security reasons, you are working under cover of darkness, but it's a starry night with a full moon, which should help you get your bearings. Suddenly, you catch sight of frantic activity below. One barracks has been blown open so the hostages can get free, and the prisoners are running in the direction of your chopper,



waving to attract your attention. Bring that 'copter in for a landing to pick them up, but use extreme caution!

'COPTER PILOT RETALIATES

Bungeling Tanks Attack Fleeing Delegates and Chopper

Now you've got trouble! As you're jockeying for a safe landing position, Bungeling tanks appear, firing their deadly artillery at your chopper and the vulnerable hostages, jeopardizing the rescue attempt! Destroy those tanks by turning your helicopter to face toward you and fire down on them until they've been demolished. Don't rest on your laurels, though! The Bungelings have a large tank battalion and more keep rolling in. Get them before they get you!

Once you land, the hostages run toward the chopper—and freedom! There's room inside for 16. If, unfortunately, some of the escapees have been lost, you can either return to the Command Post with fewer than 16, or open another barracks to release more prisoners and take on additional passengers until you've filled your quota. Others will have to be left behind until you've evacuated those aboard at the Command Post and can return to the militarized zone to save more lives!

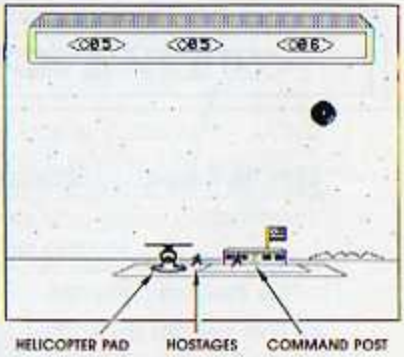
To release 16 more hostages, approach an unopened barracks with the chopper facing left or right and fire down on the building. The barracks bursts into flame, and the prisoners rush outside, to be picked up immediately or to wait for rescue at a later time.

JET FIGHTERS POSE THREAT

Liberation of Hostages Uncertain

Don't think you're out of danger just because you've reached the hostages and gotten them on board the chopper! At any time and without warning, a Bungeling jet may come streaking out of the sky, shooting air-to-air missiles at you—a vicious attack! Shoot down these deadly enemies from any chopper position—if you can! Sometimes evasive action is the only way to get out of this sticky situation.

At the Command Post on your return trip, set down your chopper, gently. The hostages swiftly leave the 'copter and hurry into the safety of the Command Post. Battle-weary



but determined, you must set off once again into the militarized zone!

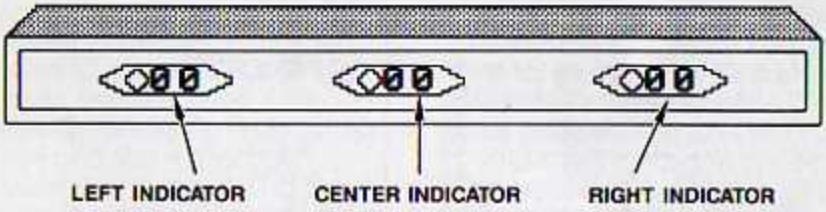
PEACE TALKS RESUME

Rescue Mission Complete—Kudos to Chopper Pilot

Your mission ends when all hostages have been accounted for, or when you have lost three choppers. The number of captives that you have successfully saved appears in the right scoring indicator. The number that have been lost in the hostilities is shown in the left scoring indicator. Whatever the outcome, your bravery as the catalyst in this risky mission is praiseworthy, and you have won the admiration of all liberty-loving citizens of the world!

SCORING

There are three scoring indicators at the top of the game screen.



- The left indicator shows the number of hostages lost in the rescue attempt.
- The center indicator shows the number of hostages on board the chopper before they have been returned to the Command Post.
- The right indicator shows the number of hostages who have been safely returned to the Command Post.

At all Skill Levels, each player has three game lives, called sorties, to rescue and return the hostages to safety. The game is over when all the hostages have been accounted for, or when all three game lives have been lost.

RESET

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing Choplifter, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this cartridge will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship of the cartridge shall be limited to repair or replacement at an authorized Coleco Service Center. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

Any implied warranties arising out of the sale of the cartridge including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the cartridge.

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In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the Programs and the sole and exclusive liability, if any, of Coleco, regardless of the form of action, shall not exceed the purchase price of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Owner's Manual carefully before using your cartridge. If your cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Operating Tips Manual. If you cannot correct the malfunction **after** consulting this manual, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide.** This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Time, Monday through Friday.

If Customer Service advises you to return your cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

COLECO

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